

### WHAT DO YOU WANT

Everybody reads the back of the box. It's supposed to tell you about the game inside it, so you can decide if you want to fork out your hard-earned cash.

### SO DO YOU WANT.

Tick Here



- The slickest, fastest shoot-em-up ever?
- Stunning gameplay that demands every ounce of talent and skill you possess?
- Every kind of despicable alien fiend known to man in wave after wave of remorseless aggression?
- Awesome graphics from the electronic brushes of Bob Stevenson?
- Brilliant programming by Doug Hare that pushes your computer to its absolute limits?

IF THE ANSWER IS YES  
YOU WANT

IO



A LEGEND IN GAMES SOFTWARE

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COMMODORE C64 CASSETTE



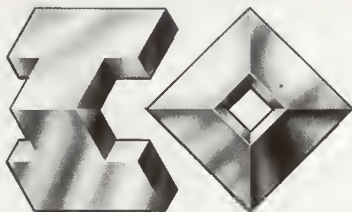
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COMMODORE



A LEGEND IN GAMES SOFTWARE



## Instructions

### Loading

Tape : Hold down SHIFT and press RUN/STOP. Press PLAY on tape.

Disc : Type LOAD ""\*",8,1.

### Controls

|                        |   |                                |
|------------------------|---|--------------------------------|
| Select one player game | : | move joystick left             |
| Select two player game | : | move joystick right            |
| Start game             | : | press FIRE on joystick         |
| Pause game             | : | press RUN/STOP                 |
| Resume game            | : | move joystick in any direction |
| Abort game             | : | press Q                        |

### Features

There are green pick-ups placed at various intervals. If you run into them they will act as a smart-bomb and destroy everything on the screen. If you shoot them four times they change into weapons which can be collected. These weapons increase your fire power.

If you have collected two weapons, the pick-up will become an orb instead of a weapon. As well as increasing your fire-power, these orbs are protective. You may carry up to two orbs at a time, and any further orbs that you collect will be worth bonus points. Each time you are hit you will lose an orb. If you are hit when you are not carrying any orbs, you will die. Extra lives will be given when you reach 20,000 points and then every 50,000 after that.

### Credits

Programming by Doug Hare

Graphics by Bob Stevenson

Sound FX and music by Dave Whittaker

Thanks to Simon Pick and Gary Liddon

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